



FARSHTEY • ELLIOTT • KRYSSING

10

JANUARY
2003

\$2.25

BIONICLE™



THE COMING
OF THE *KAL!*

LEGO


www.bionicle.com

BIONICLE™

THE TOA NUVA HAVE LOST THEIR AMAZING ELEMENTAL ENERGIES. MYSTERIOUS BEINGS HAVE STOLEN THE SYMBOLS OF THE TOA NUVA FROM THE VILLAGES OF MATA NUI, AND STRIPPED THE HEROES OF MATA NUI OF THEIR FIRE, ICE, WATER, AIR, EARTH, AND ROCK POWERS.

FORCED TO RELY ONLY ON THE KANDI NUVA MASKS – AND EACH OTHER – THE TOA NUVA HAVE COMBINED FORCES TO TRACK DOWN THE THIEVES. BUT WHAT WILL HAPPEN WHEN THEY CONFRONT THE ISLAND'S NEWEST MENACE? WILL THE TOA NUVA FINALLY MEET DEFEAT – AND WILL THEY EVER RISE AGAIN?





HE IS KOPAKA NUVA,
TOA OF ICE--
BRINGER OF WINTER,
AND A HERO OF
MATA NUI...

HIS ELEMENTAL
ENERGIES AND
KANOHI NUVA
MASK GIVE HIM
GREAT POWERS.

UNFORTUNATELY,
FLYING IS NOT
ONE OF THEM.

POWERLESS!

GREG FARSHTEY
writer

RANDY ELLIOT
penciller

ELLIOTT & KRYSSING
inkers

KEN LOPEZ
letterer

PETER PANTAZIS
colorist &
separator

JAYE GARDNER
editor

TOBY DUTKIEWICZ
layout &
design

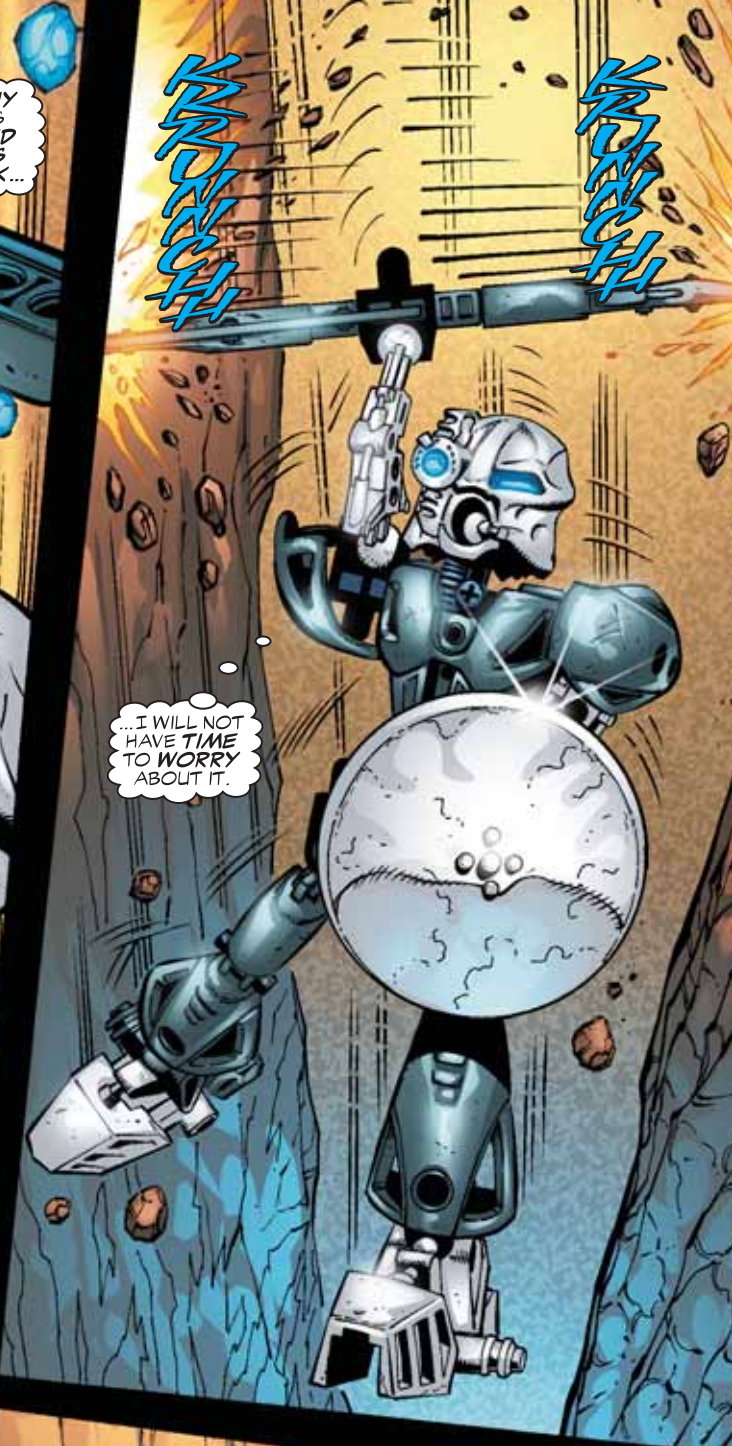


NOT CERTAIN WHY
MY ICE POWERS
HAVE DESERTED
ME, BUT IF THIS
DOES NOT WORK...



COME ON...
COME ON!

KRUNN'EHH



KRUNN'EHH

...I WILL NOT
HAVE TIME
TO WORRY
ABOUT IT.



TOO
CLOSE...
MUCH TOO
CLOSE...!



HOW DID
KOPAKA NUVA LOSE
HIS ICE POWERS?



IT ALL BEGAN
WHEN STRANGE
BEINGS STOLE THE
SYMBOLS OF THE
TOA NUVA FROM
THE SIX MATORAN
VILLAGES...



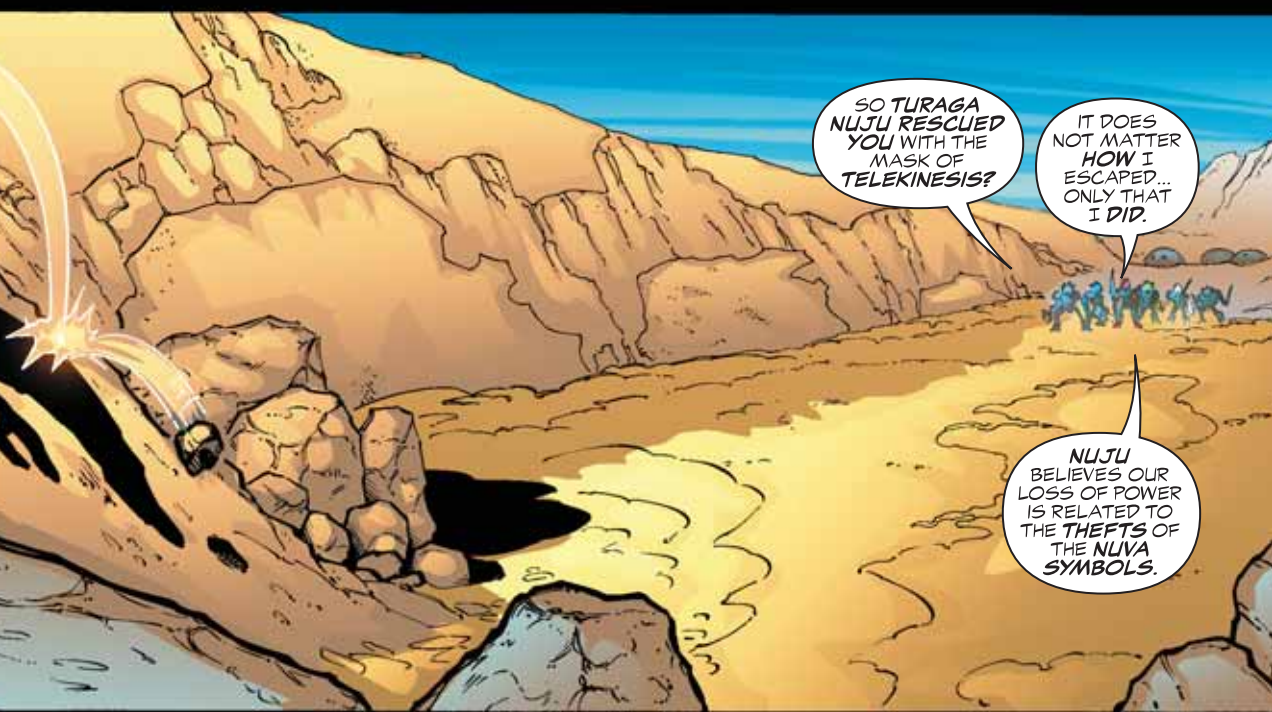
THE EFFECTS
WERE FELT RIGHT
AWAY, ALL OVER
THE ISLAND...



...AS THE TOA NUVA LOST
THEIR ELEMENTAL
POWERS, AND NOTHING
COULD BRING THEM BACK.



SUDDENLY, PROBLEMS
THEY COULD HAVE SOLVED
EASILY THE DAY BEFORE
THREATENED TO BECOME
DISASTERS!



SO TURAGA NUJU RESCUED YOU WITH THE MASK OF TELEKINESIS?

IT DOES NOT MATTER HOW I ESCAPED... ONLY THAT I DID.

NUJU BELIEVES OUR LOSS OF POWER IS RELATED TO THE THEFTS OF THE NUVA SYMBOLS.




AND WE TRAILED THE THIEVES FROM OUR VILLAGES TO THIS PART OF PO-WAHI. BUT WHAT DO WE DO IF WE FIND THEM?

IT'S NOT "IF." WE WILL FIND THEM. AND WE WILL GET OUR POWERS BACK.




UH, TAHU...? I THINK THOSE THINGS UP AHEAD MIGHT HAVE SOMETHING TO SAY ABOUT IT.




WE ARE THE
BOHROK KAL. WE
SEARCH FOR **CAHDOK**
AND **GAHDOK**,
QUEENS OF THE
SWARMS.

TELL US WHERE
YOU HAVE HIDDEN
THE **BAHRAG**, AND
THEN **STAND ASIDE**.
WE HAVE NO WISH TO
HARM HELPLESS
FOES.




HELPLESS?
TOA NUVA ARE
NEVER HELPLESS!
WE'LL RUN YOU INTO
THE GROUND!



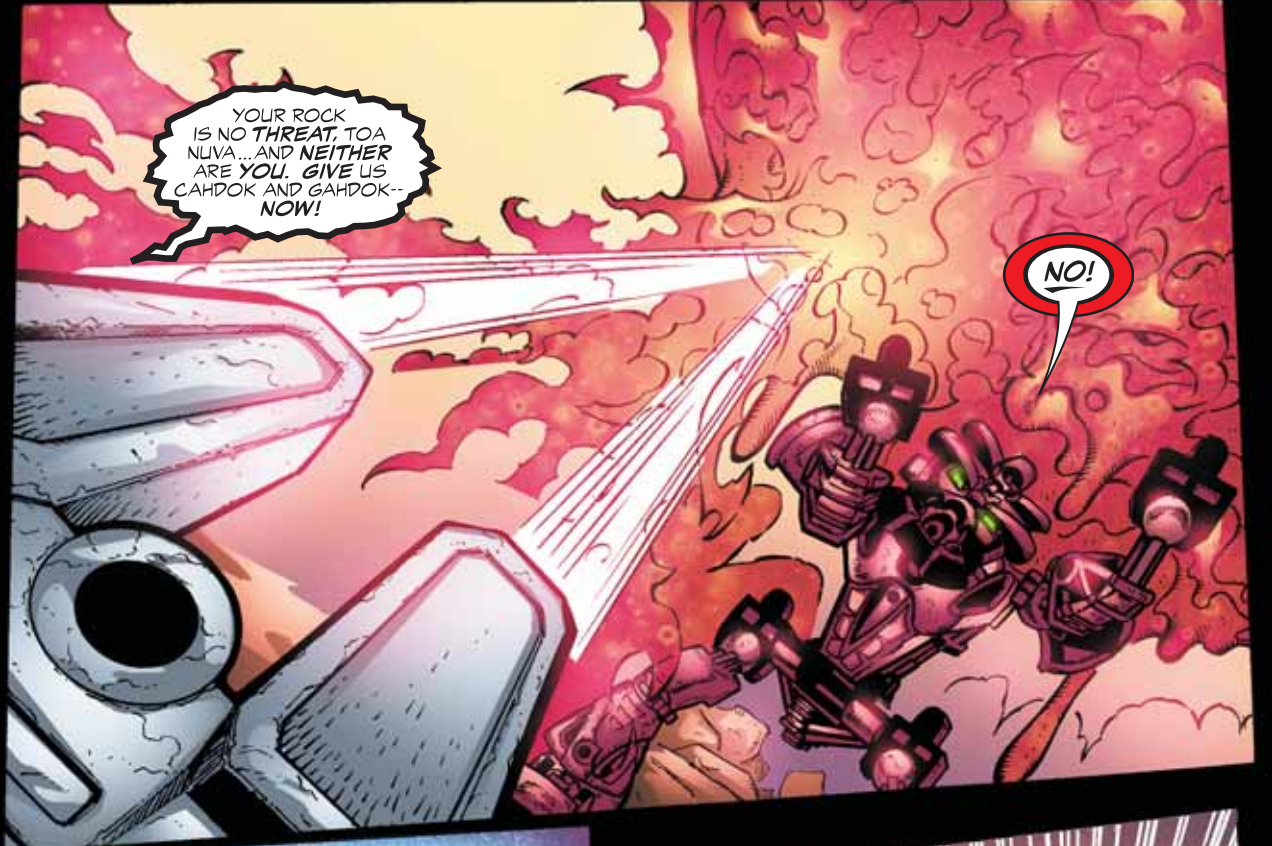
NO AMOUNT
OF SPEED CAN
SAVE YOU FROM
MY MAGNETIC
FORCE!



MY FEET --
MAGNETIZED
TO THE GROUND!
I...I CAN'T
MOVE!



THE TOA NUVA
DO NOT SEEK
CONFLICT. BUT IF
WE MUST BATTLE,
I SHALL END IT
QUICKLY!



YOUR ROCK IS NO THREAT, TOA NUVA... AND NEITHER ARE YOU. GIVE US CAHDOK AND GAHDOK-- NOW!

NO!



THE MASK OF SHIELDING WILL PROTECT US-- FOR NOW.

BOHROK KAL, YOUR QUEST MUST FAIL-- THE CREATURES YOU SEEK HAVE VANISHED FROM MATA NUI.



YOU LIE! THEY ARE HERE AND WE WILL FIND THEM.

YOUR SHIELD CANNOT STAND BEFORE THE CRUSHING POWER OF GRAVITY, TAHU NUVA.

THE ORIGIN OF THE

From the Chronicles of Takua:

In the time before time the **BAHRAG** were created, Cahdok and Gahdok, along with the six **BOHROK** swarms.

The swarms relied on the **BAHRAG** for guidance, and in return, they were the eyes and hands of Cahdok and Gahdok in the world outside. If the **BAHRAG** fell, the swarms would fall also... and so the **BOHROK-KAL** came into being.

Six **BOHROK**, one from each swarm, gifted with powers far beyond those of their brothers. They were given special markings to distinguish them from the rest of the **BOHROK**, and hidden in a special chamber far from the nests.

If the day ever came that the **BAHRAG** were defeated, either by an enemy or a natural force, the **BOHROK-KAL** would awaken. Their mission:

*Find the
BAHRAG.*

*Free the
BAHRAG.*

*Unleash the
swarms
once more.*

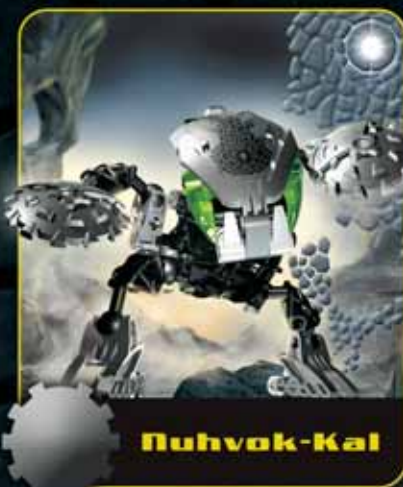


THE POWER
OF SILVER



BOHROK-KAL

That day has arrived... the **BOHROK-KAL** walk the surface of Mata Nui.



SIX REASONS TO HIDE

-SLINGGGH!-

TAHLI!

THE SHIELD IS DOWN!
DEFEND YOURSELVES,
TOA NUVA!

SLAMMMMM

THERE CAN BE NO DEFENSE AGAINST TAHNOK KAL'S ELECTRICITY...

KOHRAK KAL'S SONIC POWER...

AND LEHVAK KAL'S VACUUM BLAST.

KA-VAMMM

LATER:

OH HHHH...
WHAT
HAPPENED?

I BELIEVE
WE HAVE JUST
BEEN GIVEN A
WARNING BY THE
BOHROK KAL.

THEY
OBVIOUSLY DO
NOT WANT US
INTERFERING
WITH THEIR
SEARCH.

NO? WELL, THE
BOHROK KAL WILL
PAY FOR DARING TO
CHALLENGE THE
TOA NUVA.

WE
SHALL--

TAHU! THIS
IS NO TIME TO
WORRY ABOUT OUR
PRIDE! DIDN'T YOU
HEAR THEM?



IF THEY FIND CAHDOK AND GAHDOK AND FREE THEM... THE BOHROK SWARMS WILL STRIKE AGAIN!

BUT HOW DO WE STOP THEM? OUR ELEMENTAL POWERS ARE GONE...

...AND WE DON'T EVEN KNOW WHERE THE BAHRAG ARE OURSELVES.



THEY STOLE THE TOA NUVA SYMBOLS FROM THE KORO, AND OUR POWERS WITH THEM.

THEY'RE TRYING TO FRIGHTEN US... TO MAKE US RUN AWAY SO WE WON'T TRY TO STOP THEM.



NO ONE MAKES ME RUN. NO ONE!



ENOUGH TALK. GALI, YOU, POHATU AND ONLIA GO BACK TO THE BOHROK NEST...

...AND SEE IF YOU CAN DISCOVER WHAT HAPPENED TO CAHDOK AND GAHDOK.



KOPAKA,
LEWA AND I WILL
KEEP AFTER THE
BOHROK KAL -- SEE
IF WE CAN **SLOW**
THEM DOWN.

GREAT. I
GET THE TEAM WITH
PERSONALITY...

QUIET.



THE BOHROK KAL
ARE SO **POWERFUL...**
AND THEY HAVE
WEAKENED US...

HOW
CAN WE
**HOPE TO
WIN?**

WE'LL FIND A
WAY, GALI. WE
ARE THE **HEROES OF
MATA NUI.** AREN'T
WE? THAT'S WHAT
HEROES DO.

I SUGGEST
WE **ALL** KEEP
AN EYE OUT
FOR **KANOHI
NUVA MASKS.**

WITH OUR
ELEMENTAL
ENERGIES **GONE,**
WE WILL NEED
ALL THE HELP
WE CAN **GET.**





YES. WITH POWERS OR WITHOUT... TOGETHER OR APART... WE ARE STILL THE TOA NUVA.

AND THE BOHROK KAL ARE ABOUT TO LEARN JUST WHAT THAT MEANS!

NEXT: The MYSTERY of the BAHRAG -- REVEALED!
The RETURN of the EXO-TOA! TOA NUVA VS. BOHROK KAL
for the FATE of MATA NUI! BE HERE!

THE SECRET OF THE SYMBOLS

These strange symbols appeared in the villages of Mata Nui in the moment the Toa Nuva defeated Cahdok and Gahdok. Little did anyone realize these were not merely icons - the powers of the Toa Nuva were somehow linked to these mysterious shapes!

When the Bohrok-Kal steal the symbols from the villages, the Toa Nuva lose their amazing elemental powers. Worse, the Kal have discovered that a floating cube serves as the lock on the Bahrag's prison - and the six Toa Nuva symbols are the key that can free the Bohrok queens!



The symbol of *Tahu Nuva*, forged in the fires of the Mangai volcano.



The symbol of *Gali Nuva*, drawn from the waters of Gali's bay.



The symbol of *Kopaka Nuva*, cold as the ice fields of Mount Ihu.



The symbol of *Lewa Nuva*, born of the living jungle.



The symbol of *Pohatu Nuva*, carved from the hardest stone.



The symbol of *Onua Nuva*, a treasure from the depths of Mata Nui.



club

SIGN UP A FRIEND!

- 12 new issues of the **NEW LEGO Magazine**
- Building tips
- Cool creations by fans like you!
- Awesome stories
- Contests
- Special offers
- Special entrance to **LEGOLAND!**



plus
awesome
NEW BIONICLE
comic
books!

YES! PLEASE SIGN UP MY FRIEND FOR THE U.S. LEGO® CLUB FREE!

This coupon is good for 1 **FREE** 2 year membership. Additional kids may sign up for \$7.95.

PLEASE PRINT IN ALL CAPITAL LETTERS.

B123

Friends First Name _____

Girl

Friends Last Name _____

Boy

Address _____

City _____ State _____ Zip _____

Age _____ Date of Birth _____ / _____ / _____
Month Day Year of Birth

Mail to:
LEGO Club
P. O. Box 1157
Enfield, CT 06083-1157

FREE
Membership
with this
coupon!

U.S. RESIDENTS ONLY
Residentes dos E.U.A. somente
Residentes dos E.U.A. solamente
Somente para residentes nos E.U.A.
Offer limited to residents of the
U.S. No photocopies will be
accepted. Offer limited to two free
memberships per family, group, or
organization. Please allow 4-6
weeks for delivery of your first
mailing.

ADD TO YOUR BIONICLE COLLECTION!

Check out these exciting new items no true BIONICLE fan will want to miss!



A NEW UNIVERSE OF WRITING!

Now you can write your letters, notes, and homework with help from the Toa. Each of these cool pens includes a custom Kanohi mask and 13 interchangeable elements. Take the pens apart and rebuild them in whatever style you choose.



GO ON A QUEST FOR MAKUTA!

Choose your Toa and begin your search for Mata Nui's darkest foe. Discover more about the island as you explore... develop your skills and powers... and then find Makuta's lair and see if you can defeat him! No two games are ever the same, because the island map changes each time you play! For 2 to 6 players, ages 8 and up.

Watch for the Official BIONICLE Guidebook and follow the BIONICLE saga in new novels from Scholastic!



Get ready for all new excitement with the BIONICLE: The Mask of Light board game!

